NES-7A-USA

HOW TO PLAY

Rockin' Kats

ATLUS™

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Do not use a front or rear projection television with our Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

CONGRATULATIONS

on your purchase of "Rockin' Kats" for the Nintendo Entertainment System! We strongly recommend that you read through this "Instruction Booklet" before starting the game so you can have the most fun possible while playing!

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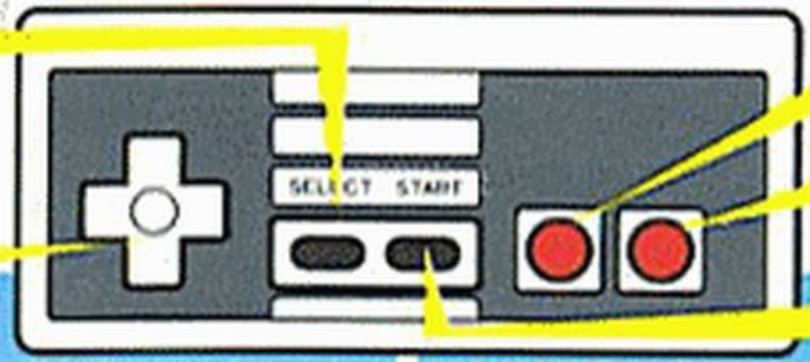
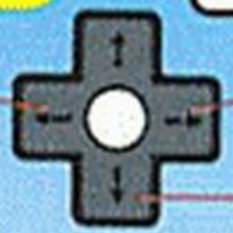
ROCK 'N' RESCUE

Willy, the Rockin' Kat, (our hero!) and his girl, Jill, are the cutest couple to jazz around New York in years! Unfortunately, while Willy was doing a solo, the local crime boss, Mugsy, caught a peep at Jill and knew he had to have her! In his underhand way, he sent his loyal pack of thugs to kidnap poor Jill. it was cat-burglary, all right. By the time Willy finds out, his girl has been hidden away deep in the city. The fur starts to fly when he takes on the crime world to save her. Willy must find his way through the hot streets, a not-so-funny amusement park, and the wild west (among other dangerous adventures!) with only his Punch Gun at his side. You'd better go along to help out!

WILLY'S MOVES





RIGHT Push the Control Pad right, and Willy will move right.

LEFT To send Willy to the left, push the Control Pad left.

DOWN Press Down to duck. To let Willy jump down, push Down and hit A.

START Press Start to begin the game, or to pause during play.

SELECT To see the items you've bought and to choose one, push Select.

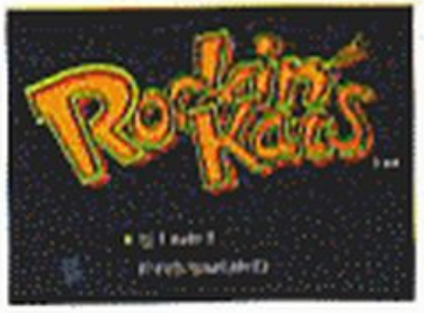
B BUTTON Thugs are everywhere, so be ready to shoot the Punch Gun at all times.

A BUTTON Push A to make Willy jump. Also, hold A down to fire up Willy's Jet Sneakers.

NOTE: These are just Willy's basic moves. To find out how he can really groove, read the section about his incredible Punch Gun!

HOW TO PLAY THE GAME

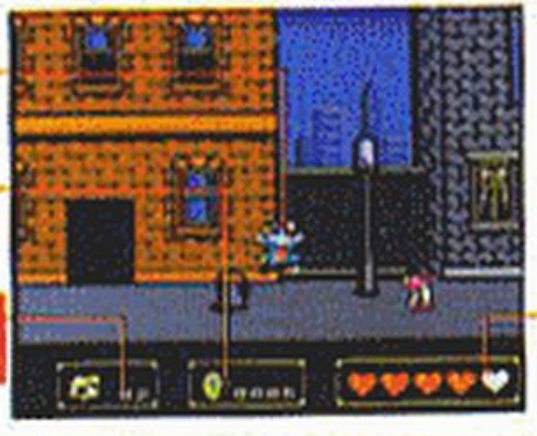
To begin play, carefully insert the game cartridge into your NES System. When the title screen appears, press the Start Button. Use the Control Pad to select a channel. If you want the displayed channel, choose Yes. Or pick No to return to the selection screen.



To Start push play at the title screen.

You can play in any channel, except channel 5.

PLAY SCREEN INFO



Like most Kats, Willy is great at finding really cool items. So be sure and pick 'em up to earn points and coins!

NOTE: To move to a different channel during play, press Start to pause the game. Then push A button 3 times, and you'll get the select screen.

CONTINUE & PASSWORD

If Willy's Life Meter runs out, he loses one life, so watch it closely! When the game is over, you can choose Continue or Password. Continue lets you keep playing from where you were stopped. You still have money, but items and points are lost.

Be sure to write down the Password correctly. It will contain ten letters or symbols.

To get your Password, select "Quit" when the Game Over screen appears. To use the Password, choose Password at the title screen. Move the Control Pad to enter the Password. Press A if it is entered correctly, or B to make changes.

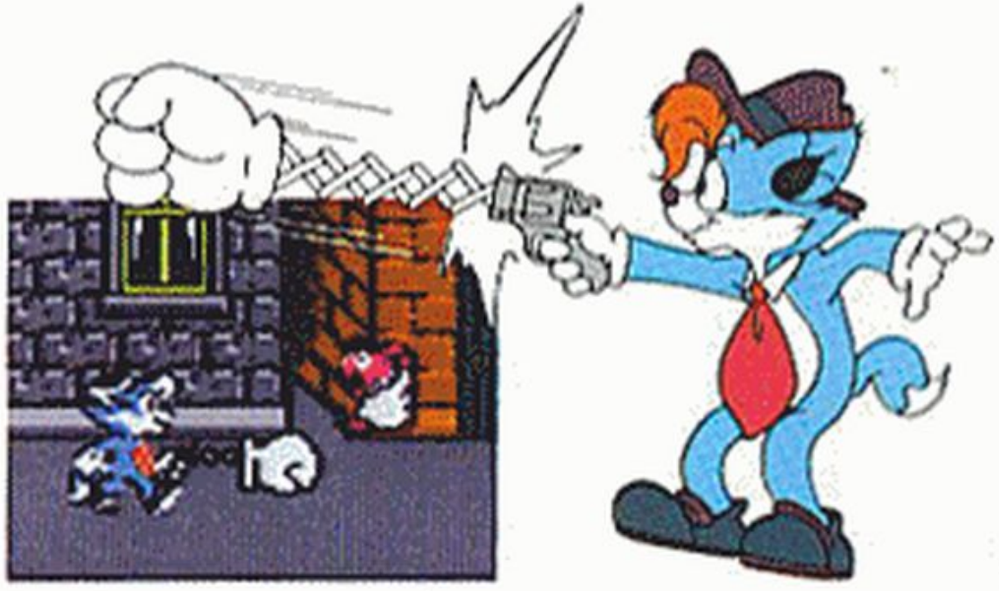
LEVEL CHANGES You can pick channels in any order you wish, but the rule is: regardless of what channel you start on, the game will become progressively more difficult.

FUN WITH THE PUNCH GUN!

Willy invented this weird weapon himself. He's up against so many enemies, he needed an extra hand!

PUNCH

Push the B Button to fire the Punch Gun. If you use the Control Pad, Willy can sock it to 'em in eight different directions! It's every man for himself in this no-holds-barred free for all!

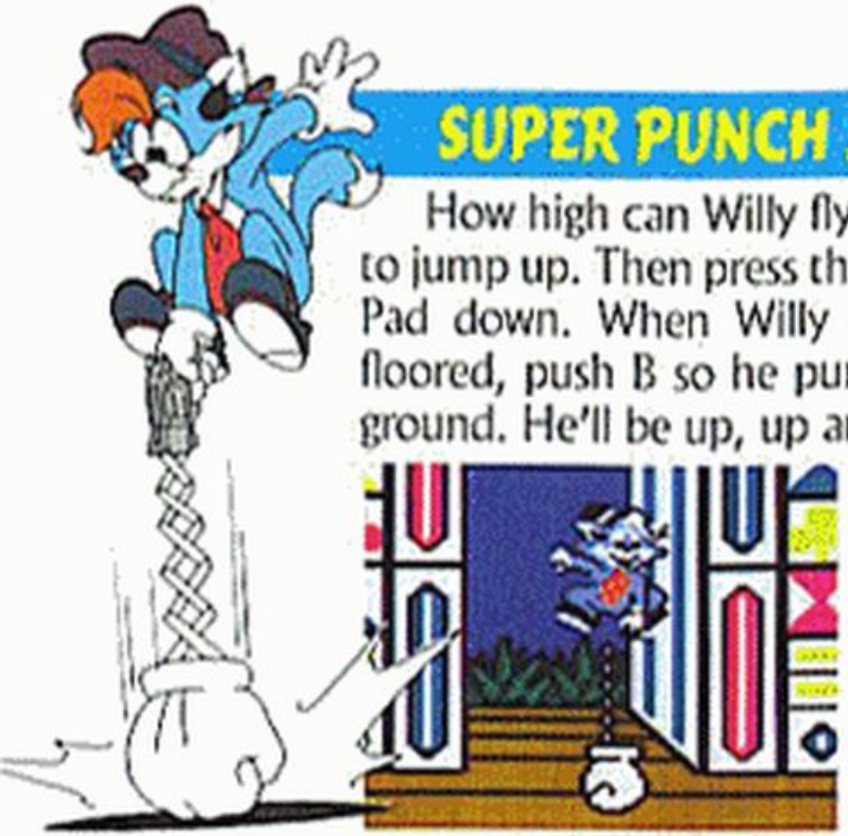


SPIN ATTACK AND SUPER SPIN JUMP

Willy is one Swingin' Kat! If you jump up to a rail and press B, Willy will grab it. Push B again and he'll start spinning. Enemies are sent flying! Push B again to launch into a spinning jump!

SUPER PUNCH JUMP

How high can Willy fly? Push A to jump up. Then press the Control Pad down. When Willy is almost floored, push B so he punches the ground. He'll be up, up and away!

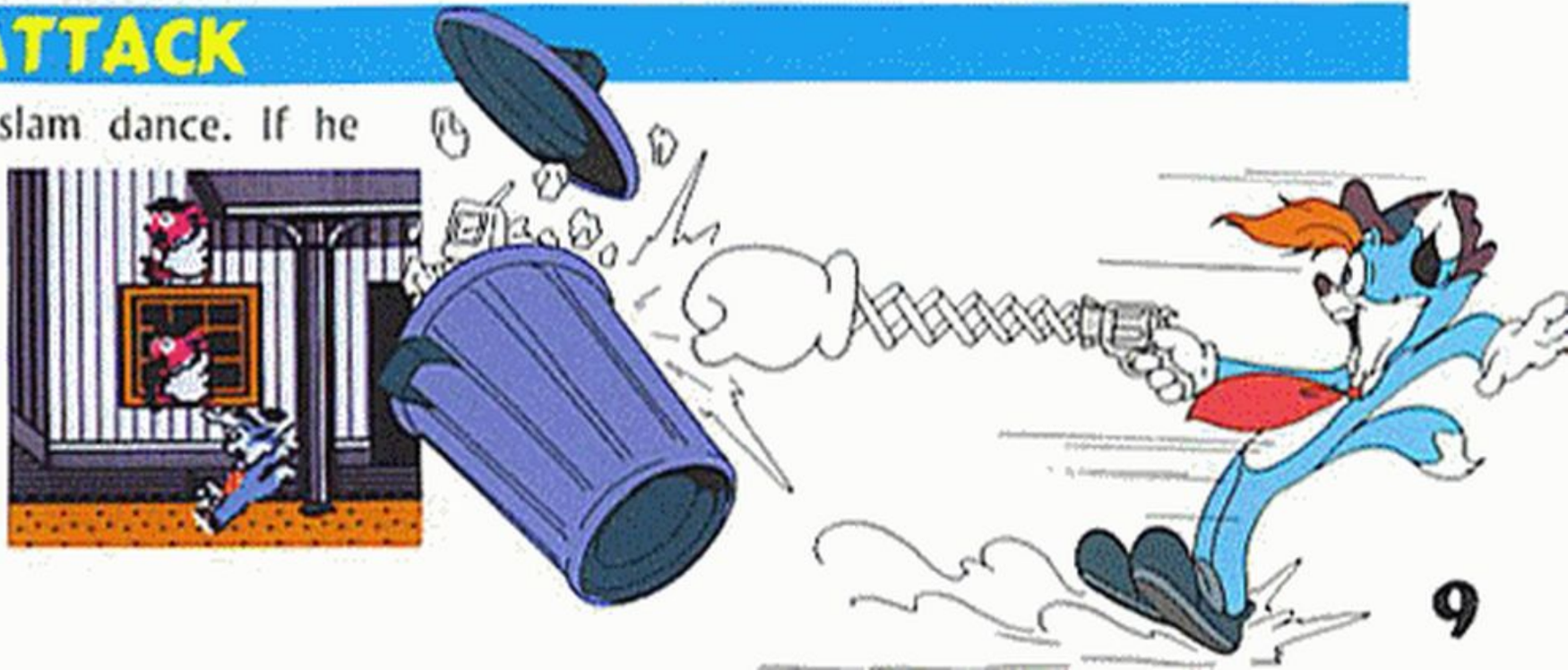


TO CATCH FALLING OBJECTS

To catch an item with the Punch Gun, place Willy's hand directly under it. Then push and hold down B. The Gun will open and act like a catcher's mitt. To throw the item, release B.

DASH ATTACK

Willy loves to slam dance. If he punches a solid object, he's propelled back, and will knock out any bad guys around.



ITEMS

There are many valuable items scattered about. These will all help Willy on his mission. Try to grab them all!

To stock up on weapons, Willy has to save his money, then visit the Shopping Channel. He can use the weapons he buys over and over.

ITEMS

Pick up items that have been left behind. Be sure to grab 'em before they go off the screen, or they'll be gone for good.

BAG OF MONEY

Better than a pot of gold at the end of the rainbow! Do some shopping!

BIG HEART

This is a boost that restores Willy's energy. Now go for the gusto!

SMALL HEART

This boosts Willy's Life Meter by one level. It is handy when he's low!

ONE UP

Catching this floating face will give our hero one extra life to devote to Jill's cause.

WEAPON

To buy weapons, save up the coins Willy wins when he defeats enemies or plays the Bonus Channel. Select the Shop Channel (S) from the Channel Display Screen. To leave the Shop Channel, choose the Exit square. To use one of the weapons, press select, then pick out the one you want.

Some items are very expensive, so don't go spending money carelessly. Save for the weapons that will be the most helpful.

HAMMER PUNCH
This replaces Willy's hand with a metal ball

BOMB
Use this and Bombs will fly from the Gun.

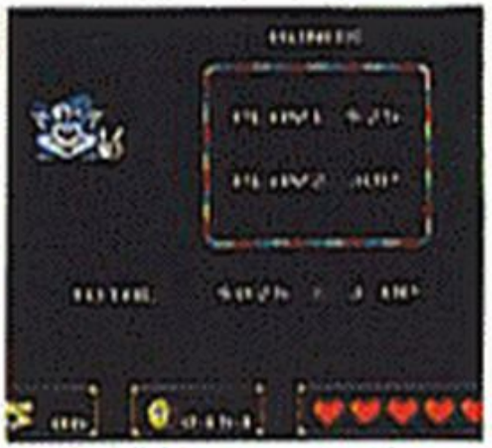
JET SNEAKERS
Willy can fly longer and land slower with these.

TWIN BALLS
Every punch will shoot out two balls.

EXTRA LIFE
There is a time when even a cat needs one.

BONUS CHANNEL

Willy has to really save his pennies to play the Bonus Channel, but it is very much worth it! There, you could win extra cash or characters. Play for as long as your luck holds out. To leave, select the Exit square.



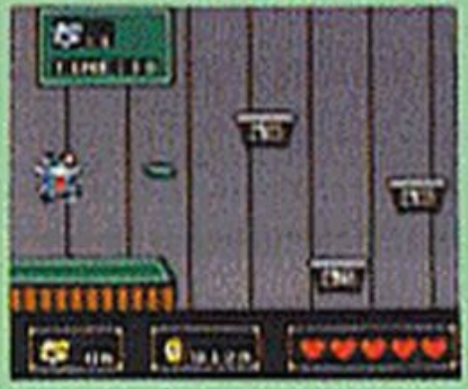
ROULETTE

In this game, you'll win the prize shown on the roulette wheel wherever lucky Willy lands. Fingers crossed!

PIPE TOSS

Catch the falling balls, and then toss them into the narrow pipes. Yes, this is tough, but boy does it pay off!

BASKETBALL



How good are you at the Super Spin? Find out now! Use it to launch Willy up and into the moving baskets. SLAM DUNK!!

CHANNEL GUIDE

Since Mugsy is in charge of programming, his goons control every channel. Pick your favorite danger.

CHANNEL 1 DOWNTOWN STREET

Willy faces a raving pack of thugs on the streets of the Big Apple. But it's his town, and he'll dig out Mugsy.

CHANNEL 2 SKY ACE

Willy's no stranger to dog fights. He's more than ready to take on enemies at 40,000 feet! In or out of the airplane!

CHANNEL 3 PLAYLAND

This park is no picnic! Traps have been set out in a hundred different places for one cat!

CHANNEL 4 WESTERN ADVENTURE

Fastest Punch Gun in the West! He'll wipe out all the varmints and desperados in town!

CHANNEL 5 I ♥ NY

Back on his native turf at last, Willy can't be beat now! But wait! What's that? OH NO, it's . . .

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

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